

HARD TRUCK

APOCALYPSE

MANUAL



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Chapter 1: INSTALLING THE GAME

System Requirements

OS: Windows 98/ME/2000/XP

Processor: Intel Pentium4 2000MHz, or AMD Athlon 2000MHz

Memory: 512MB RAM

Video:

Minimum: 128MB Geforce 3/Geforce FX 5200/Radeon 9000 class card or above.

Recommended: 128MB 3D graphics processor with Vertex and Pixel Shader 2.0 capability, such as Radeon 9600 Pro class card or above.

Mouse: Multi button mouse with scroll wheel recommended.

Installation Instructions

Place the Hard Truck: Apocalypse CD into your CD-ROM or DVD-ROM drive. If your computer is autoplay enabled, an installation window will automatically pop up on your Windows desktop. Click the Install Hard Truck: Apocalypse button and follow the on-screen instructions to install Hard Truck: Apocalypse to your hard drive.

If the installation window does not appear, open the My Computer icon on your desktop and double-click on the drive letter corresponding to your CD-ROM or DVD-ROM drive to open it. Double-click on the Install.exe icon in the CD-ROM contents and follow the on-screen instructions to install Hard Truck: Apocalypse.

Installing DirectX 9.0c

You will need to install DirectX 9.0c in order to properly run Hard Truck: Apocalypse. During installation you will be prompted to install DirectX if you do not already have the most up-to-date version installed on your computer.

CHAPTER 2: GETTING STARTED

When you start the game for the first time you will be asked to enter the profile name. Settings and saved games are stored under this profile. You can create, edit and delete profiles via the “profiles” menu.

Press the “New game” button to start the game.

The “Options” button will open the window, where you will be able to adjust game settings.

UNDERSTANDING YOUR INTERFACE



The main screen is the first thing you see when you enter the world of Hard Truck: Apocalypse. In the middle of the screen is your truck, while the rest of the view is occupied by your environment.

You can adjust this view by using your mouse wheel. You can rotate the camera around your truck or tilt the camera up or down by moving the mouse

DESCRIPTION OF USER INTERFACE ITEMS

Truck status (condition)



On top of the screen you can see armor state (cab and body pictures), damage indicator (green squares), fuel level (blue) and speedometer. If you run out of fuel your truck will stop, so do not forget to refuel when possible. If your damage indicator reaches zero, you will die, so repair often. You can refuel and repair at the workshops that may be found in every town and village.

Radar

In the upper left corner you can see radar, with arrow, pointing at the current quest destination point. There may be up to 3 arrows: one for the main plot (Green), one for the subplot (Yellow), one for the user nav. point (Blue)



You can also see the distance to the destination.

When you are near your goal, the arrow will transform into the circle of the corresponding color.

Enemy cars are indicated with the red dots, friendly cars – with green dots.

Reticle/cursor

In the very center of the screen is the cursor/reticle, that will assist you in aiming. When you point it at the enemy, you will see its health to the right, armor to the left and its name and faction on top. The distance to the enemy is on the bottom.

Some missiles require time to lock on the enemy. In that case you will see the filling ring around the enemy.



Weapons

In the bottom right corner, equipped weapons are displayed, its group number as well as the clip size and amount of ammo. The green bar displays current amount of ammo in clip. It diminishes as you fire. When it reaches zero, the reload will automatically start. While the gun is reloading, the ammo bar will turn blue. You cannot attack until the bar is filled.



DRIVING YOUR TRUCK

After you acquaint yourself with the interface, it's time to move around the world. Acceleration, brake, turning left, and turning right, are already mapped onto the w, s, a, and d keys. Aim and shoot with the mouse and mouse buttons.

ENTERING SETTLEMENTS

Many points of interest in the game are settlements. There you may repair and customize your truck, trade and talk with people. To enter the town, drive to its center or closed gates and press "H". If the locals are friendly towards you, you will be allowed to get in and the settlement interface will appear.

TALKING WITH NPCs

You will often communicate with NPCs to acquire quests and to get useful information. They may be found at the bars of different settlements. You must enter bar and left click the NPC's icon to initiate dialog. You will see a number of dialogue options. You can choose a response by left-clicking on it or by pressing corresponding numeric key. Depending of your choice you may be given quests.

There also are quests, given to you regardless of your desire. For example, your first mission, given to you in the starting cutscene.

TRACKING QUESTS

All quests are stored in the in the quest log. Press “Q” to open it.

Clicking on a quest name calls up the quest description. If you need to remind yourself of information regarding a quest, look in your quest log. Rereading the quest description will often give you the clues you seek.

Click on a button by the quest description to track it on the map. The color of the checkbox corresponds to the circle on the map: golden for the main plot and magenta for the subplot.

FIRST BATTLE

When an enemy is close it will be displayed on the radar with red spot. Its name on the cursor will also be red. To attack, point the reticle on the enemy and click the left mouse button. You will fire from the first weapon group (small weapons by default). If you press the button, the weapon will keep firing until you release it or the ammo clip is empty.

Try not to stay in place while fighting with the enemy. When you move you are harder to hit.

COLLECTING STUFF (LOOTING)

After the enemy destruction, crates containing weapons and trade goods usually appear. To collect the loot, approach the crate and, when the Cargo icon appears, press “I” to collect all of it contents. If your cargo is full pressing “I” will open your inventory so you could manually move objects from the crate (right part of the screen) to the cargo hold (left part). While in the inventory menu, you can click “pick up everything” button. If there are no crates around, pressing “I” will also open your inventory window.

MAINTENANCE OF THE TRUCK

There are a couple of things you need to keep in mind.

- Your truck takes damage when it is hit by enemy fire. The armor adsorbs a part of it, but slowly deteriorates. When the health bar reaches zero, player dies and the game ends.
- You should also consider the fuel level or you may find yourself in the middle of nowhere without ability to drive.
- Some big guns have limited ammo.

Don't panic. Every settlement has a workshop where you can repair and refuel your vehicle at a modest price as well as replenish ammo. Moreover, there a number of workshops and fuel stations scattered throughout the world.

IF YOU NEED MONEY

The money is vital for the survival in the world of Hard Truck: Apocalypse. You must maintain your truck, buy stronger weapons and upgrades in order to succeed. There are three main means of earning cash.

Trading goods

Most settlements have shops, with at least one article available for sale. And everybody is eager to buy something they do not have. You only have to find right trade routes to earn significant amounts of money.

For example, the only big town of the starting map, "Sowth" will buy any simple goods, sold by the local villages. At the same time, the wood he has in stores is much needed by some villages.

Accomplishing quests

Many NPCs have missions for you to do. Just enter any bar and talk with the commoners. The quests as well as rewards will vary, but it is a sure way to get some cash.

Selling loot

If you prefer good a fight over trade, you won't be disappointed. Selling loot, left from fallen enemies will provide you enough money to prepare for further struggles.

While any of these methods is profitable enough, the surest way to survive is to use all the three.

HOTKEYS

<W> - accelerate

<S> - brake

<A> - turn left

<D> - turn right

Right mouse button - fire first weapon group (small weapons by default)

Left mouse button - fire second weapon group (medium weapons by default)

Middle mouse button - fire third weapon group (big weapons by default)

<SPACE> - fire all weapons

<I> - Pick up all nearby objects / toggle inventory view

<V> - opens stats window

<Q> - opens Quest log

<P> - opens Character window

<M> - opens Map window

<J> - opens Journal window

<H> - Horn, used to initiate dialog with town

<L> - toggles headlight

<F8> - pause game

<F7> - hide/show interface

<F12> - make a screenshot

<F2> - quicksave

<F3> - quickload

All keys can be redefined through the game menu.

CHAPTER 3: ADVANCED USER INTERFACE

OUTSIDE THE TOWN

Inventory



Press “I” button to bring up the inventory screen. The left part represents the contents of your truck’s cargo hold, weapon slots and gadget slots. Weapon slots have indications of gun shooting sector, drawn into them.

The right part contains objects located in the nearby crates and boxes. If there's no crate around, it will be empty. If you put something to the empty right part, the crate will appear.

To move object, drag and drop it with the left mouse button. If it is a weapon, you can immediately equip it by dragging it over the highlighted weapon slot. If it is a gadget, you can immediately equip it by dragging it over the highlighted gadget slot.

Press “I” again to return to the main view.

Vehicle information



To get additional information about your truck, press “V”. The left part represents the contents of your truck’s cargo hold, weapon slots and gadget slots. The right part contains all your vehicle properties, including armor properties and resistances, engine and control stats. You can also rotate 3D image of your truck to get a better view of it. You can equip different guns and gadgets and see you truck image and stats change.

The three bookmarks under the 3D image are truck stats, cab/body stats and weapon information.

If you click the number by the weapon name, you can link it to one of five groups. Later in the game, when you have several guns with different properties, you will find grouping quite useful.

Dialogue



Sometimes, NPCs outside the town will initiate dialog with the player. In that case, dialogue window will appear automatically. It works like the bar dialogue window that is described further in this manual.

WITHIN THE TOWN

Marketplace (shop)



This menu resembles the inventory menu.

Press “I” button to bring up the marketplace menu when within the town. Like in the inventory menu, the left part represents the contents of your truck’s cargo hold, weapon slots and gadget slots. Weapon slots have indications of gun shooting sector, drawn into them.

The right part contains the object sold by the shop and has two modes: weapons and gadgets mode and trade goods mode.

Weapons and gadgets

The right part contains a number of weapons and gadgets.

To buy something, drag and drop it with the left mouse button. If it is a weapon, you can immediately equip it by dragging it over the highlighted weapon slot. If it is a gadget, you can immediately equip it by dragging it over the highlighted gadget slot. You can also buy objects by right clicking on them.

To sell something drag and drop it with the left mouse button from the left part of the screen to the right one. You can also right click on the item in your cargo hold to sell it.

Press "I" again to return to the town view.

All information, concerning the object is displayed on the tool tip.

If you cannot afford an item or than item cannot be installed on you current truck, it will be shown on the item icon and written on the tool tip.

Trade goods

The right part contains a list of trade goods with its sale price, purchase price and quantity. The merchandises available for sale are highlighted with bright color, the other are grayed out. You can enable the filter that will only show trade goods available for sale.

Left-click on the merchandise (any place within a row) to buy one piece of it.

To sell something drag and drop it with the left mouse button from the left part of the screen to the right one. You can also right click on the item in your cargo hold to sell it.

You can switch between the two modes by clicking on the one of corresponding buttons. Also, when you sell either weapons or gadgets, you will be switched into weapons and gadgets mode. When you sell trade goods, you will be switched into trade goods mode.

The last object that was sold or bought is blinking.

The marketplace usually buys everything you can offer, but only sells one or two articles. The prices differ a lot from town to town. There's a limited number of goods offered. The price changes a little every time you buy or sell an object.

Workshop

Here you can buy a new cab or car body, refuel, repair and repaint your truck and reload your guns that have limited ammo.

The left part contains all your vehicle properties, including armor properties and resistances, engine and control stats. You can also rotate 3D image of your truck to get a better view of it.

The right part has a number of options. Click corresponding button to select the work you want to be performed on your truck.

Change body



Click the “buy body” button. A list with available bodies will appear. Select the one you need by clicking its picture and watch the changes that will be made to your truck: the 3D image will change as well as vehicle stats. Click the on the “buy” button to enter second stage of the purchase.

You will be offered to move the contents of your old body’s slots to the new one’s. You can either “drag and drop” item or click “Move Everything” button. Things that are left in the old cabin will be sold with it. Click “buy” button to confirm the purchase.

Change cabin



Click the “buy cabin” icon to buy a new cabin you.

A list with available cabins will appear. Select the one you need by clicking its picture and watch the changes that will be made to your truck: the 3D image will change as well as vehicle stats. Click the on the “buy” button to enter second stage of the purchase.

You will be offered to move the contents of your old cabin’s slots to the new one’s. You can either “drag and drop” item or click “Move Everything” button. Things that are left in the old cabin will be sold with it. When chosen, click “buy” button to confirm the purchase.

Buy a new truck



Click the “Buy new truck” button. Select the truck you want to purchase by clicking on the large triangular buttons, select the color of your purchase with the small triangular buttons. Click the on the “buy” button to enter second stage of the purchase.

You will be offered to move the contents of your old truck’s slots to the new one’s. You can either “drag and drop” item or click “Move Everything” button. Things that are left in the old cabin will be sold with it. Click “buy” button to confirm the purchase.

Paint a truck

Scroll trough a number of skins available it the workshop with the small triangular buttons, then confirm the coloring with the button.

Refuel

Click the “Refuel” button to completely refuel your truck.

Otherwise you can enter the expanded mode by clicking a triangle button. Here you can select the exact amount of fuel to be bought with the slider. Then confirm the operation by clicking on the button with the price.

Repair



In order completely repair you truck, just click “repair all” button. It will make reparation of all your truck’s parts and weapons up to the maximum or according the amount of money you have.

If you want a more precise control over the process, you can click “custom repair” button. (a small triangle by the large button). A list of all repairable parts will appear; you can fix any by clicking its name.

You can also expand each “repair part” button by clicking a small “plus”. Now you can select the exact amount of damage you’ll repair with the slider. Then confirm the operation with the part name button.

Reload

Reload works the same way as repair. You can either reload all your weapons at a time or select guns and amount of ammo to be loaded.

In order completely reload you truck, just click “reload all” button. It will reload all your truck’s weapons up to the maximum or according the amount of money you have.

If you want a more precise control over the process, you can click “custom reload” button. (a small triangle by the large button). A list of all weapons needing reload will appear; you can reload any by clicking its name.

You can also expand each “reload weapon” button by clicking a small “plus”. Now you can select the exact amount of ammo you’ll load your gun with. Then confirm the operation with the part name button.

Bar

You will often communicate with NPCs to acquire quests and to get useful information. They may be found at the bars of different settlements.

NPC selection

To the right, you can see the list of NPC’s that are currently at the bar. At least one of them is always eager to give you a mission to accomplish. It is a sure way to get some cash. To begin dialogue with someone, left-click on his picture

Dialogue

In the upper part of the screen you can see a large picture of the NPC with his or her name and the last phrase told.

In the lower part is the list of available player responses. You can select what to tell by left-clicking on the response or pressing numeric keys.

GENERAL

Quest log

Missions list



Mission list contains all the quests you have taken. You can sort them by the starting map with the combo box. You can also turn on and off the option of showing completed quests.

Each mission has a description that will help you to accomplish it. Near the description you can see a navpoint button. When pressed, it displays the mission goal on the map and the radar. Main quest color is golden, optional quest – magenta.

A mission may have a number of sub-goals that must be completed in order to finish quest. The sub-goals are situated under the mission description and may have separate navpoint buttons.

Quest items

The “quest items” button will bring up the special items windows. There you may find a list of objects, needed to complete certain quests as well as its description and 3D image.

Map

Local map



The map is a useful tool invaluable for the orientation on the land. Locations of towns, map exits and places of interest may be found there.

There are two modes: information mode and trade mode. You can switch between them by clicking corresponding buttons at the upper right corner of the window.

When in information mode you will see the description of the selected object.

When in trade mode, you will see the list of trade goods of the selected settlement. The price list refers to the last time you visited that place. You can store the price list for further reference with the “store” button. It will be stored at the bottom of the window. To delete stored price list, release the “store” button when the list is selected.

In this window, you can set a user navpoint by right-clicking on the map space.

Global map

On the global map, you can see all maps, you have already visited and the roads between them. Here you can switch between maps to review your progress and trade roads.

Journal

History

All major events are listed here for your reference.

Statistics

In this window, you can learn the distance you have traveled or the amount of bullets shot as well as other statistical information.

Books

All kinds of books and documents, found during travels are stored here.

Factions

It is advised to keep an eye on your relationships with different factions, inhabiting the world; some are friendly towards you, some are hostile. The relationship may change, depending on your actions, so use this window to track the changes.

Encyclopedia



Every piece of lore, collected by player during travels is stored here. Choose the kind of information you want to view with the combo box. Then select the necessary entry from the list.

OPTIONS

In this menu you can set picture quality, music and sound volume, redefine keys and more.

Video Options

Resolution allows you to select the desired screen resolution. Adjust the Gamma slider for brightness level.

The “picture quality” window allows you to set the minimal, normal or maximal graphics quality for your system.

The following parameters will define the picture quality. If you change one of them, the picture quality will change to “custom”.

1. Water quality (high, medium, low)
2. Grass drawing distance (far, near, do not display).
3. Shadows quality (high, low, do not display)
4. Filtering (bilinear, trilinear, anisotropic)
5. Textures resolution (high, low)
6. Bloom quality (high, low, off)
7. Antialiasing (2x, 4x, off)
8. Range of view (slider)

Sound Options

Here you can set the volume of the sound effects, background music and speech.

Control Options

You may redefine control keys, invert mouse and set the mouse sensitivity in this window.

Game options

Here you can turn on and off the autosave on the map entrance feature, reset the hint system and the number of battle cues.

CHAPTER 4: YOUR TRUCK

During the game you will be offered different kinds of trucks, each having several levels of upgrade, and additional features.

TRUCK STATS

Structure

It's a value, determining the chassis' integrity. When it reaches zero, the vehicle will fall apart and the driver will die. You can replenish max health at the workshop

Armor

The truck is protected from the fast destruction by the armor. The armor value is the sum of cab and body armors. The maximum armor value is 500. The armor absorbs a part of damage depending on the current armor value and resistances. The armor gets damaged as it gets hit.

If there is at least 1 point of armor left, it still has protective qualities, including resistance.

When it reaches zero, the truck is no longer protected. You can repair armor at the workshop.

Damage resists

There are 3 types of damage that the truck can get from weapons:

Piercing – guns, machineguns

Blast – missile launchers, mortars, mines

Energy – laser, plasma

The armor may have resistances to any of it. The higher the resistance value, the more damage will be absorbed by the armor and the longer the armor will last.

Petrol tank size

The fuel consumption depends on the truck's weight. If you run out of fuel, the truck will only be able to move at an extremely low speed, which is a certain death in the word full of danger. When the fuel level is low, the red lamp will start flashing. You can refuel at the workshops that may be found in every town and village.

Cargo hold volume

The form and size of cargo hold determine the amount of cargo your truck can carry.

Maximal speed

This stat indicates the maximum speed of your truck.

Engine Power

Engine Power determines the acceleration speed of the truck gains speed and what obstacles it may overcome.

Weight

This stat is equal to the total weight of all truck's parts. It influences the speed, the acceleration and the fuel consumed.

Control

This stat indicates, how easy it is to steer the truck.

Weapon slots

Shows the amount of guns you can equip your truck with.

WEAPON

Damage

The figure indicates the amount of damage that will be dealt to the enemy's health on a successful hit. Target's armor may decrease the actual damage done.

Damage type

There are 3 types of damage that the truck can get from weapons:

Piercing – guns, machineguns

Blast – missile launchers, mortars, mines

Energy – laser, plasma

Rate of fire

This characteristic indicates how many shots will be done in one minute.

Shoot distance

It shows the optimal shot distance for this weapon. When you shot from a much greater distance, the damage will be reduced.

Accuracy

The probability to hit the point of aim.

Clip size

The number of shots the weapon can fire before having to reload.

Recharge/Reload time

When the clip is empty, the weapon needs a small amount of time to reload. This time differs from one gun to another. You cannot fire, when the weapon is reloading.

Max Ammunition

It is the amount on ammo that the gun can carry at a time. Small guns have unlimited ammo, while the bigger ones have a limited number.

Weapons may be reloaded at the workshops.

Durability

When weapon's durability reaches zero, it cannot fire anymore and need to be repaired in order to work. You can repair weapons at the workshops.

Weapon group

Each gun is linked to a group. The player can manually link any number of guns to up to 5 groups and define keys for firing them.

Turning angle

Each weapon slot has rotation angle limit. If a weapon is not in the firing angle it will not shot.

GADGETS

There are a number of gadgets that you can buy or find during the game. They come in two forms: general gadgets and weapon gadgets that have different effects and installation place. Usually the description on the tool tip will explain what the gizmo does.

CHAPTER 5: CREDITS

Game Design: Targem games

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Boris Vedensky
and Alexander Treger
Mikhail Sidorov
Alexander Lisenkov

Paralaxeen

Igor Belousov

Special thanks to:

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Alexey Chebotarev

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Petr Belyaev

Alexey Bunak

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Ivan Rid

Inna Sutsepina

Igor Ustinov

Irina Tsareva

Victoria Enns

CHAPTER 6: LICENSE INFORMATION

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